

**Universiti Teknologi MARA**

**Food Delivery Mobile Application (Send2Eat)**

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## **ABSTRACT**

This project aims to develop a food delivery mobile application which can ease the students in the process of buying foods and drinks. This mobile application project can be useful for the students to make an efficient order, can be well informed about the menus provided and can save their time without having to wait for a long queue in order to get the order. Therefore, this study focuses on UiTM Shah Alam's students who live at Kolej Melati main problem that is not having enough time to go and buy food and drink at "Dataran Cendekia (DC)". The objective of this project are to develop a food delivery mobile application that can ease the students in the process of buying food and drink from "Dataran Cendekia (DC)". The scope of this project focuses only on UiTM Shah Alam's students who live at Kolej Melati whose also the target user for this project. This project also will let the customer to see their most frequent menus that they have ordered besides the customer will be notified the state of their current order. The limitation of this application is the residents cannot make their payment by using credit card or online transaction but only by paying cash and this application are using Bahasa Malaysia as the language. This project

used Mobile Application Development Lifecycle (MADLC) as the methodology approach to the development of Food Delivery Mobile Application (Send2Eat) and the testing was conducted. Based on the testing result, it was found that features of navigation that need to add in the future enhancement of this project are real-time tracking, notifications and alerts to stay updated by tracking orders with customized the alerts. Besides that, the payment method (Cash On Delivery) that currently being used also can be enhance by providing online payment method using credit card or online transaction so that residents have the ability to choose their desired payment method. As a conclusion, this project are aim not just to the residents of Kolej Melati but the whole UiTM Shah Alam's students will use this mobile application to help them ease the process of buying food and drink from "Dataran Cendekia (DC)".

**Keywords :** food ordering, food delivery, mobile technology, Mobile Application Development Lifecycle, visual analytic, Android

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### **CHAPTER ONE: INTRODUCTION**

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### **CHAPTER TWO: LITERATURE REVIEW**

# **CHAPTER 1**

## **INTRODUCTION**

This chapter provides the background and rationale for the study. It also gives details of the significance of food delivery services among university students, the issues and the problems that led to this research. This chapter will cover the project background, problem statement, project objectives, project scope and the project significance. The project scope includes the target user, platform, content features, language used for this project, limitation and methodology of the project.

### **1.1 Project Background**

An university students, especially for those who live on campus or college must have experienced the difficulty in making decisions of what to eat. This is due to the food choices that are very limited as they have only a few options to choose from (Chin, 2017). As university students are very busy with their daily routine, barely have time, especially during the examination seasons (Mustafa, 2018), they need something to ease their life as simple as one two three. Therefore, a solution has been proposed that is a food delivery mobile application. An application where students just have to register an account, pick the location, choose a restaurant, click the desired food and just have to wait for the food to arrive at their doorstep.